

ABSTRACT

A system and method for playing an interactive twenty-one game with a deck of playing cards that comprises a plurality of playing squares. Each game session comprises a plurality of game events in which one or more playing cards are drawn from a deck and transferred to one of the plurality of playing squares. Each of the playing cards has a value in which Kings, Queens and Jacks count as 10 points, Aces count as either 1 or 11 points, and all other cards have a point value that corresponds to their face value. Each game event comprises drawing one or more playing cards from the deck and transferring each of the playing cards to one of the playing squares. The player is awarded one or more prizes according to a dynamic paytable. For the chargeable action embodiment, the player is charged at least one credit for drawing the playing cards from the deck and transferring the playing cards to one of the playing squares. For the average bet embodiment, the player is only charged at the beginning of the game session.

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